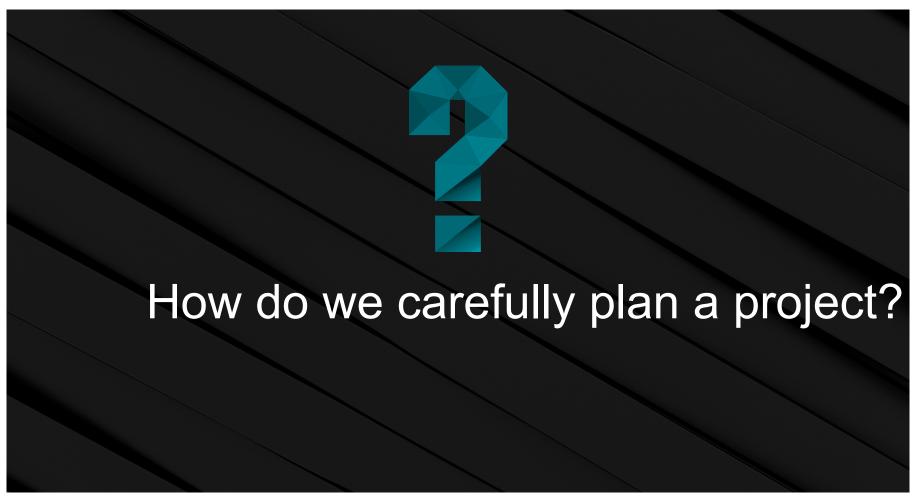






Project: Any undertaking, carried out individually or collaboratively and possibly involving research or design, that is carefully planned (usually by a project team) to achieve a particular aim.

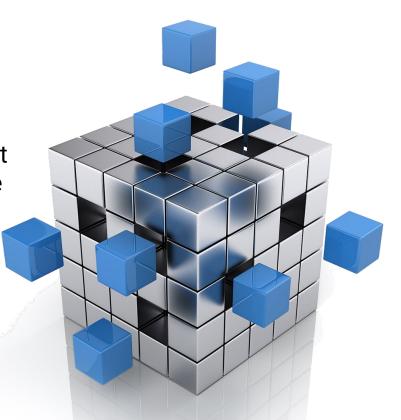




Project Management

The practice of initiating, planning, executing, controlling, and closing the <u>work</u> of a <u>team</u> to achieve specific goals and meet specific success criteria at the specified time.

The primary challenge of project management is to achieve all of the project goals within the given constraints.





agile [aj-uhl, -ahyl]

01

Quick and well-coordinated in movement; lithe: an agile leap.

02

Active; lively: an agile person.

03

Marked by an ability to think quickly; mentally acute or aware: She's 95 and still very agile.

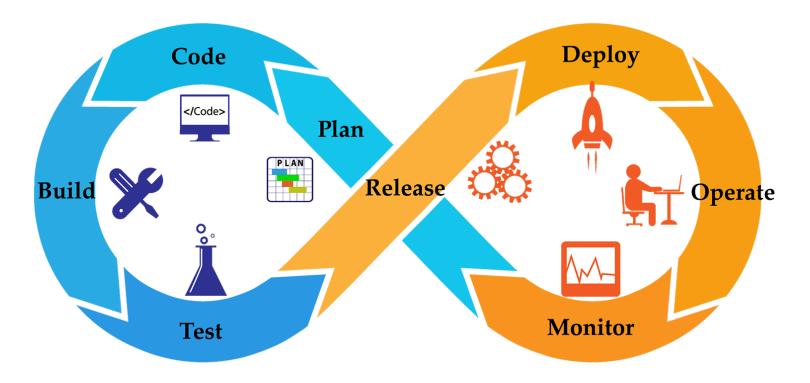
lictionary.com 7





Agile Software Development

Agile software development is an iterative approach to <u>software development</u>.



wikipedia.org

Agile Software Development

Deliver Value

Teams deliver value to their customers faster by working incrementally rather than working towards a big launch.

Respond to Change

Teams improve and respond to change by continuously evaluating project plans, requirements and user needs.



Iterative and Incremental Development

Working software is the primary measure of progress

The Agile Manifesto: The Four Foundational Values

Individuals and interactions	over	Processes and tools
Working product	over	Comprehensive documentation
Customer collaboration	over	Contract negotiation
Responding to change	over	Following a plan





Minimum Viable Product

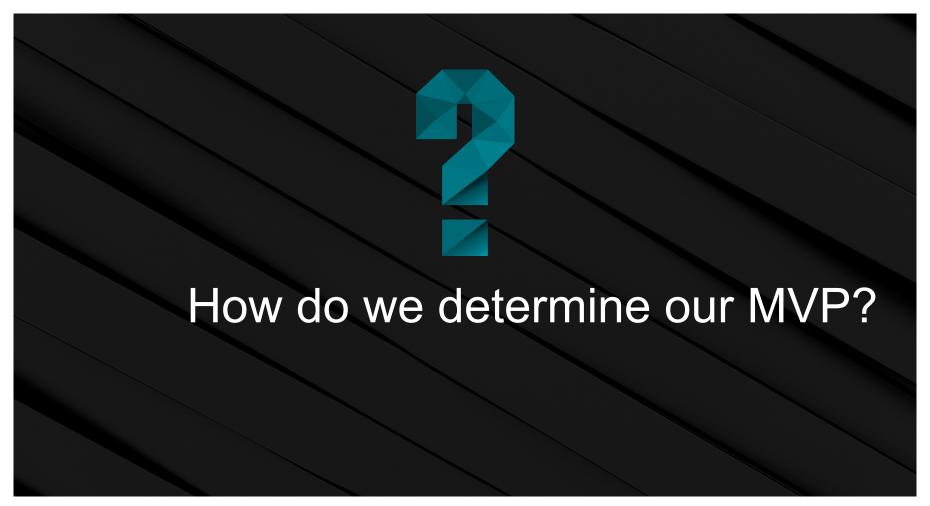
A product with just enough features to satisfy early customers and provide feedback for future product development

Minimum Viable Product:



Product Vision:





Determining a Minimum Viable Product

Ask Questions!



Who is your audience?



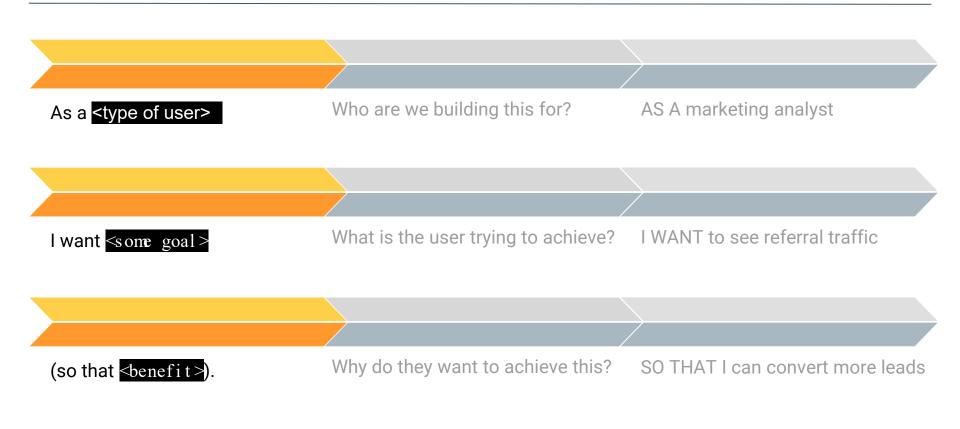
What is the problem that the product will address?



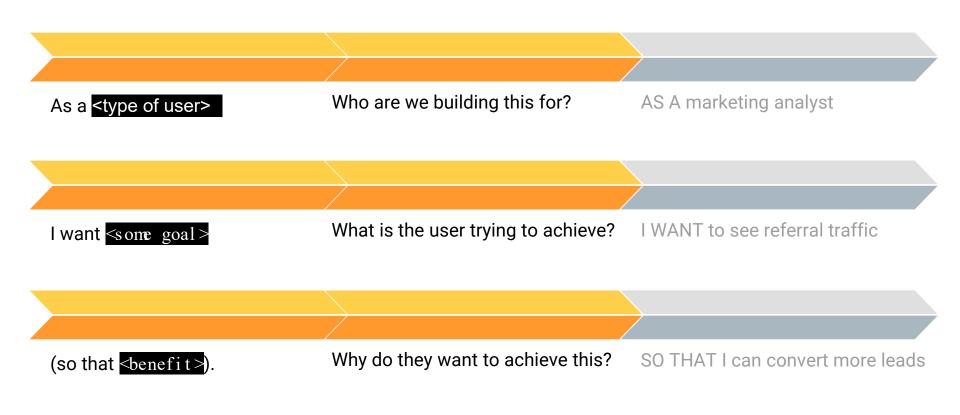
How does the product solve that problem?



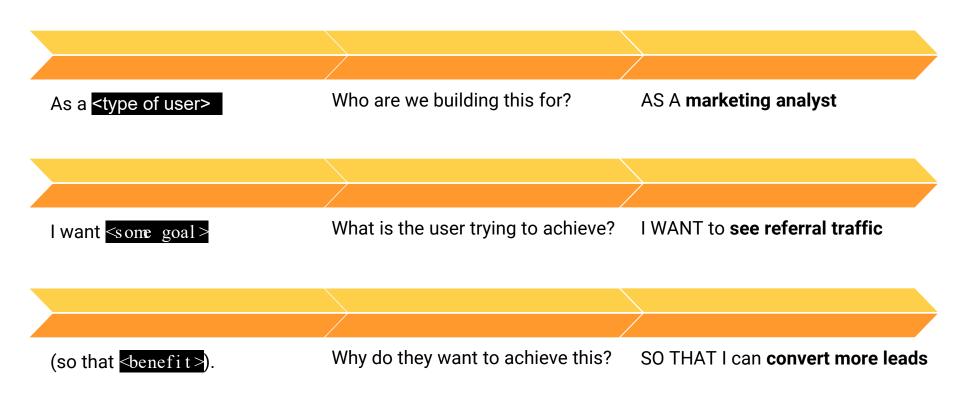
User stories



User stories



User stories





Acceptance Criteria

GIVEN I am an authenticated user GIVEN some precondition WHEN I request a range of referral traffic WHEN I do some action THEN a chart is generated THEN I expect some result

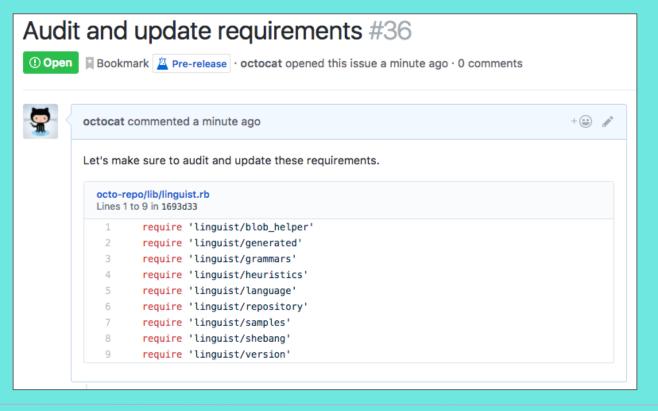
Acceptance Criteria

GIVEN I am an authenticated user GIVEN some precondition WHEN I request a range of referral traffic WHEN I do some action THEN a chart is generated THEN I expect some result



Issues

Use issues to track ideas, enhancements, tasks, or bugs for work on GitHub.



help_github.com





Student Activity: User Stories

User stories help provide context for a development team and their efforts moving forward

Suggested Tin

5 minutes

Student Activity: User Stories

In a markdown file or with a pen and piece of paper, create a user story for a mock persona using one of the following prompts:



A web application that keeps track of a company's payroll.

02

A mobile application that finds nearby restaurants.

03

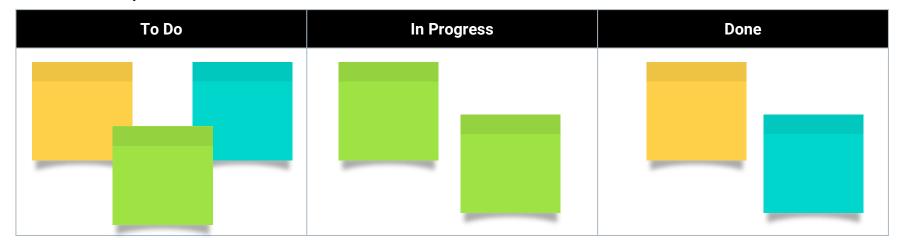
A reminder app that keeps track of important tasks.



Kanban

Kanban is a project management tool that visualizes work through cards representing User Stories or Issues.

In their simplest form, Kanban boards are broken into three columns:



Cards begin in the To Do column and are moved from left to right as work is started and completed.



Instructor Demonstration

GitHub Projects



Student Activity: GitHub Projects

Kanban boards help developers visualize work and keep track of the status of issues.

Suggested Tin

10 minutes

Student Activity: GitHub Projects

01

Navigate to github.com and create a repository.

02

Create a new Github project.

03

Create a card called "Create landing page" and move it from the "Backlog" column to "In progress".

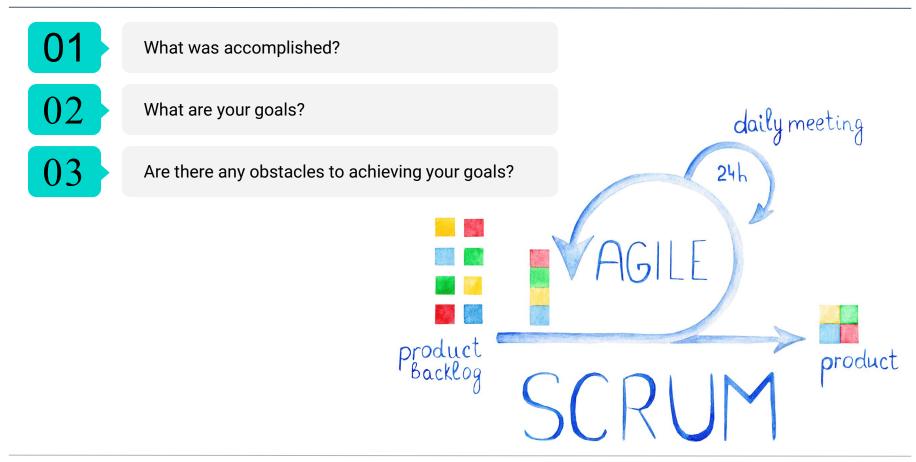
04

Create a GitHub Issue called "Fix broken button" and attach it to your new project.





Stand-Up Meetings



Project Timeline

First Day of Unit 07 Divide into groups. Write a user story. Create a wireframe. Create a user flow diagram. Submit project proposal for approval. Units 07-08 Continue project development. Prepare for presentations. Last Day of Unit 08 Give presentations!

Projects are portfolio pieces

Use Project Week as an opportunity to push yourself and prove what you know.



Project Requirements

Must use at least two server-side APIs 02 Must use a CSS framework other than Bootstrap 03 Must use client-side storage to store persistent data 04 Must have a polished UI 05 Must meet good quality coding standards (indentation, scoping, naming, etc.) 06 Must NOT use alerts, confirms, or prompts (look into modals). Must be deployed to GitHub Pages 08 Must be interactive (i.e. accept and respond to user input)



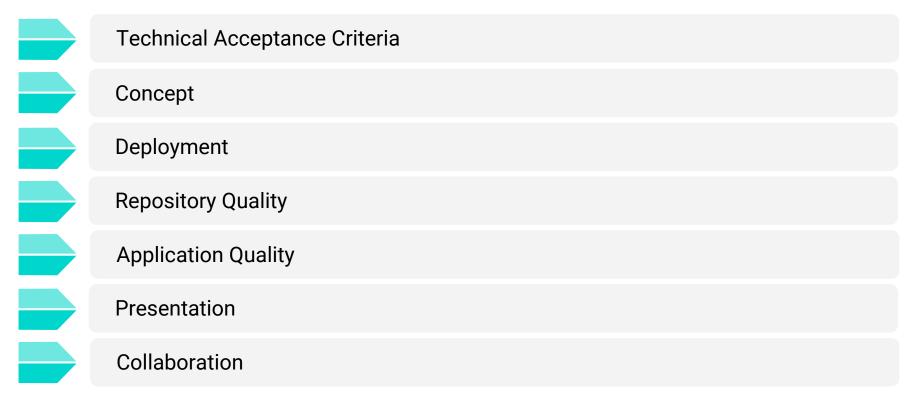
Presentation Requirements

You will be responsible for preparing a formal, 10-minute presentation that covers the following:

Elevator pitch	A one minute description of your application
Concept	What is your user story? What was your motivation for development?
Process	What were the technologies used? How were tasks and roles broken down and assigned? What challenges did you encounter? What were your successes?
Demo	Show your stuff!
Directions	For Future Development
Links	To the deployed application and the GitHub repository

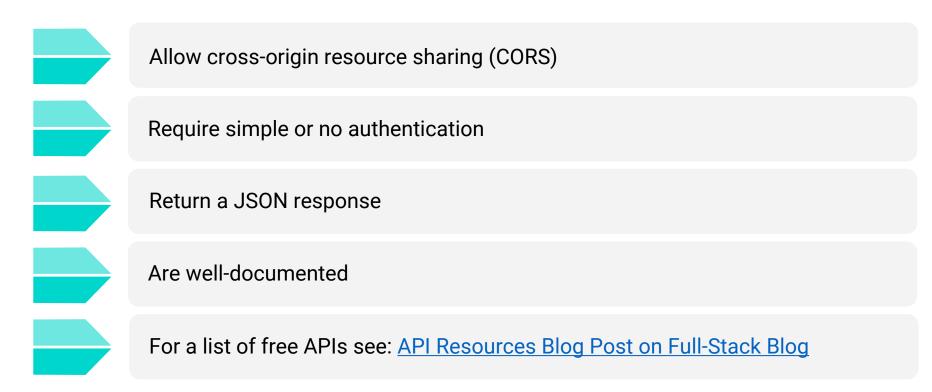
Grading Requirements

Your project will be evaluated on the following:



API Suggestions

Stick to APIs that do all of the following:



Today's Project Checklist

Create a one page proposal that contains the following:

